

TOMES OF APOCRYPHIC KNOWLEDGE

THE ARMORIUM

VERSION 0.985 (STATBLOCKS ONLY)



A BOOK OF FAN-CREATED WEAPONRY

CREDITS

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Weapon statistics, rules, layout, organization and everything else.
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TESTERS, IDEAS, FEEDBACK

| | |
|----------------------------|---|
| Black Tempus..... | Boomstick, Boompiece |
| Deaks..... | Oriental Weapon List |
| Courteous Mongoose..... | Feedback |
| Ops v3..... | Double Trident |
| Sir Owen Strong Arm | Armored armor, Chain swords, Flashbombs |
| Halcyon74..... | Urumi |
| Kalgalath..... | Fighting Pens, Umbrella |
| Z-Man | Combat YoYo |
| Phoetus | Throwing Hammer |
| Baldaam..... | Gunblade, Bayonet, Switchblade Tigerclaws |
| TheBetrayerOfHope | Feedback |
| Resplendent Scorpion | Falx, Feedback |
| DTemplar5 | Feedback |
| BellowingThunder..... | Feedback |

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COMMENTS

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WEAPON TAGS

| | |
|-----------|------------------------|
| 2 | Two-Handed |
| B | Bow type |
| C | Clinch Enhancer |
| D | Disarming |
| DW | Dual Wielding |
| F | Firearm type |
| L | Lance type |
| M | Martial Arts type |
| MO | Martial Arts only type |
| N | Natural |
| O | Overwhelming |
| P | Piercing |
| R | Range |
| RR | Extended Range |
| S | Single Shot |
| T | Thrown |
| * | Special Rules |

Two-Handed (2)

Two-handed weapons require both hands to wield effectively. A character wielding two-handed weapon with only one hand while not meeting the requirements suffers an external penalty of -1 on the weapon use for each point his strength is beneath triple the strength requirement.

Bow type (B)

Weapons of the Bow type make use of ammunition that can modify it's performance in battle.

Clinch Enhancer (C)

Weapons with this tag can be used to initiate and augment clinch attacks.

Disarming (D)

Weapons with the D tag add 2 dice to all attempts to disarm an opponent.

Dual Wielding (DW)

Weapons showing the DW tag are specially balanced for use in both hands. When wielding a matched pair of these weapons, the wielder does not suffer from the offhand penalty.

Firearm type (F)

Weapons with the F tag do not add Strength to the damage value to determine Raw Damage. In addition to that the listed Range is in fact the maximum range. These weapons cannot exceed this distance. In addition to that, magical material bonuses only confer half the range bonus of thrown weapons.

Lance type (L)

Stat lines with this Tag are only applicable when the character wielding the weapon attacks while charging or while bracing against a charging opponent. Otherwise the weapon has to revert to the other statblocks or can not be used at all.

Martial Arts type (M)

Weapons using this tag use modes of attack that are very similar to natural attacks. These weapons can be wielded with either Melee or Martial Arts.

Martial Arts only type (MO)

Weapons using the MO tag can only be used with the Martial Arts ability. They can not be used with the Melee ability as they resemble enhancements of natural attacks more than they do held weapons.

Natural (N)

These weapons are natural parts of the body and can not be disarmed (short of amputation)

Overwhelming (O)

Weapons with the O tag always have a second number behind a slash in their damage values. This number is the amount of minimum damage the weapon deals, after soak.

In the case of beings with an Essence below 2, this number is absolute. Other beings may choose to either directly use this number, or to divide it by three (round up) and add it to their permanent essence score to determine the minimum amount of damage dice rolled, once a blow penetrates hardness.

Piercing (P)

Weapons with the P tag can penetrate armor easily. They halve an opponents soak from armor (round down) before it is applied. Natural soak is unaffected.

Range and Extended Range (R + RR)

The R tag symbolizes weapons with a long reach, while the RR tag is a new tag for pole weapons and long chains. It symbolizes the extreme length of these weapons. While this does have no immediate mechanical benefit, it does give longer weapons a tactical superiority over smaller weapons, at least in open terrain.

Consider weapons without range tag to have an effective range of about five to six feet or two yards, including the arm of the wielder. Weapons sporting the R tag have a range of up to nine feet or three yards, while weapons with the RR tag can reach as far as 12 feet or 4 yards. This allows some characters to attack while others still have to invest in move actions to close the distance.

Single Shot (S)

Weapons like these require a miscellaneous action to reload after each shot.

Thrown (T)

Melee (or Martial Arts) weapons with the T tag can be thrown. See the Thrown Weapon section for more information. If this tag is added to thrown weapons it refers to them also being useable in close combat.

Special Rules (*)

Whenever a weapon has an asterisk in its stat block, the weapon makes use of some special rules. These are always explained in the description of the weapon itself.

MUNDANE WEAPON LIST

MELEE WEAPONS

| Blades | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|------------------------|-------|----------|--------|---------|------|--------------|-------|------------|
| Chopping Short Sword | 4 | 0 | 4L | -1 | 2 | Str 2 | Res 1 | |
| Chopping Sword | 4 | 0 | 5L/2 | -1 | 2 | Str 2 | Res 2 | O |
| Defensive Short Sword | 4 | 1 | 2L | 2 | 2 | Str 1, Dex 3 | Res 2 | D |
| Defensive Sword | 5 | 1 | 3L | 3 | 3 | Str 1, Dex 3 | Res 3 | D |
| Fencing Sword | 4 | 2 | 1L | -3 | 4 | Str 1, Dex 3 | Res 3 | P |
| Knife | 5 | 0 | 2L | 0 | 3 | Str 1 | Res 0 | T |
| Polecleaver | 6 | 0 | 7L/2 | 0 | 3 | Str 2 | Res 2 | 2, O, RR |
| Sawfish Sword | 5 | 0 | 8L/3 | -2 | 2 | Str 2 | Res 2 | O, * |
| Short Sword | 4 | 1 | 3L | 0 | 2 | Str 1 | Res 1 | |
| Slashing Bastard Sword | 5 | 1 | 6L | 0 | 3 | Str 2, Dex 3 | Res 3 | 2, O, R |
| Slashing Sword | 4 | 1 | 3L | 0 | 3 | Str 2 | Res 2 | |
| Spinning Sword | 4 | 0 | 5L | -1 | 2 | Str 2, Dex 4 | Res 3 | D, O |
| Spread the Water Knife | 5 | 2 | 4L | 2 | 3 | Str 2, Dex 2 | Res 2 | 2 |
| Straight Great Sword | 6 | 1 | 8L/2 | -1 | 2 | Str 3 | Res 2 | 2, O, R |
| Straight Sword | 4 | 2 | 3L | 1 | 2 | Str 2 | Res 2 | |
| Thrusting Great Sword | 6 | 0 | 6L | -1 | 2 | Str 4 | Res 2 | 2, O, R, P |
| Thrusting Sword | 5 | 1 | 3L | 0 | 2 | Str 3 | Res 2 | P |

| Sharp Impact Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|----------------------|-------|----------|--------|---------|------|----------|-------|----------|
| Hatchet | 4 | -1 | 5L | -2 | 2 | Str 1 | Res 1 | T |
| Battle Axe | 5 | 0 | 7L/2 | -2 | 2 | Str 2 | Res 2 | O |
| Great Axe | 6 | 0 | 9L/3 | -2 | 2 | Str 3 | Res 2 | 2, O, R |
| Great War-Pick | 6 | 0 | 7L/2 | -2 | 2 | Str 4 | Res 2 | 2, O, P |
| Poleaxe | 6 | 0 | 8L/2 | 0 | 2 | Str 2 | Res 2 | 2, O, RR |
| Scythe | 6 | 0 | 8L/4 | -3 | 2 | Str 3 | Res 1 | 2, O, R |
| Sickle | 5 | 0 | 4L | 0 | 3 | Str 1 | Res 1 | O |
| War-Pick | 5 | 1 | 4L | -1 | 2 | Str 3 | Res 2 | P |

| Blunt Impact Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|--------------------------|-------|----------|--------|---------|------|--------------|-------|------------|
| Club | 4 | 0 | 4B | 0 | 2 | Str 1 | Res 0 | T |
| Mace | 5 | 0 | 7B/2 | -1 | 2 | Str 2 | Res 1 | O |
| Ball and Chain | 5 | -1 | 9B/2 | -2 | 1 | Str 3 | Res 1 | O |
| Chakar | 6 | -2 | 9B | 2 | 1 | Str 4, Dex 2 | Res 2 | 2, O |
| Defensive Fighting Stick | 4 | 1 | 3B | 3 | 2 | Str 1, Dex 2 | Res 2 | M, D |
| Fighting Stick | 4 | 0 | 4B | 0 | 3 | Str 1 | Res 1 | M |
| Flail | 4 | -1 | 6B | -1 | 2 | Str 2 | Res 1 | |
| Great Flail | 6 | -2 | 13B/4 | -4 | 1 | Str 4 | Res 2 | 2, O, R |
| Great Hammer | 6 | -1 | 9B | -1 | 1 | Str 4 | Res 2 | 2, O, P, R |
| Great Mace | 6 | 0 | 11B/3 | -1 | 1 | Str 3 | Res 2 | 2, O, R |
| Pole Flail | 6 | -1 | 11B/3 | -2 | 2 | Str 3 | Res 2 | 2, O, RR |
| Pole Mace | 6 | 0 | 10B/3 | -1 | 2 | Str 2 | Res 2 | 2, O, RR |
| Small Hammer | 4 | 0 | 3B | 0 | 2 | Str 2 | Res 1 | P, T |
| Staff | 6 | 1 | 6B | 2 | 2 | Str 2 | Res 0 | 2, R |
| Warhammer | 5 | 1 | 5B | 0 | 2 | Str 3 | Res 2 | P |

| Spears & Forks | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|-----------------------------|-------|----------|--------|---------|------|----------|-------|----------------|
| Clothesentangler | 6 | 2 | 3B | 0 | 1 | Str 2 | Res 2 | 2, R, C, P |
| Great Spear | 6 | -1 | 7L/2 | -2 | 1 | Str 3 | Res 1 | 2, O, RR, P |
| <i>when braced/charging</i> | | | 10L/3 | | | | | 2, L, O, RR, P |
| Javelin | 4 | 1 | 3L | 0 | 2 | Str 1 | Res 1 | T |
| <i>Harpoon</i> | 4 | 0 | 4L | -1 | 2 | Str 2 | Res 1 | T |
| Lance | 6 | -1 | 10L/4 | N/A | 1 | Str 3 | Res 2 | L, O, RR, P |
| <i>Tournament Lance</i> | 6 | -1 | 7B | N/A | 1 | Str 2 | Res 1 | L, R |
| Mancatcher | 6 | 3 | 1L | 0 | 1 | Str 2 | Res 3 | 2, R, C, P |
| Short Spear | 4 | -1 | 4L | 0 | 2 | Str 1 | Res 1 | T |
| Spear | 5 | 0 | 5L | 1 | 2 | Str 2 | Res 1 | 2, R |
| <i>when braced/charging</i> | | | 7L/2 | | | | | 2, L, O, R |

| Chain & Whip Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|------------|
| Cat o' Nine Tails | 5 | 2 | 1B | -2 | 1 | Str 1 | Res 1 | |
| Combat Yo-Yo | 4 | 1 | 3B | -2 | 3 | Str 1, Dex 3 | Res 1 | R |
| Fighting Chain | 5 | -1 | 6B | 1 | 3 | Str 2, Dex 4 | Res 1 | 2, M, R |
| <i>when clinched</i> | 6 | -1 | 4B | N/A | 1 | | | C, M, P, R |
| Lasso | 6 | 1 | 2B | -2 | 1 | Str 1, Dex 2 | Res 1 | R, C, P, R |
| Meteor Hammer | 6 | -1 | 10B/3 | 0 | 2 | Str 3, Dex 4 | Res 2 | 2, O, RR |
| <i>when clinched</i> | 6 | -3 | 6B | N/A | 1 | | | C, M, P, R |
| Net | 5 | 2 | N/A | -2 | 1 | Str 1, Dex 2 | Res 1 | R, C, P |
| Nunchakus | 4 | -1 | 4B | 1 | 3 | Str 1, Dex 3 | Res 1 | M |
| Seven Section Staff | 5 | -2 | 7B | 3 | 2 | Str 1, Dex 4 | Res 2 | M |
| Whip | 4 | 0 | 4B | -1 | 2 | Str 1, Dex 3 | Res 1 | D, R |
| <i>when clinched</i> | 6 | 0 | 2B | N/A | 1 | | | C, P, RR |

MARTIAL ARTS WEAPONS

| Punching Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|----------|
| Punch | 5 | 1 | 0B | 2* | 3 | Str 1 | N/A | MO, N |
| Brass Knuckles | 5 | 1 | 1B | 2* | 3 | Str 1 | Res 0 | MO |
| Battle Glove | 5 | 0 | 3B | 2* | 3 | Str 1 | Res 1 | MO |
| Fighting Gauntlet | 5 | 0 | 5B | 2 | 2 | Str 2 | Res 2 | MO |
| <i>when clinched</i> | 6 | -1 | 3B | N/A | 1 | | | C, MO, P |
| Fighting Needle | 4 | 0 | 0L | N/A | 3 | Str 1, Dex 3 | Res 1 | M, P, T |
| Pressure Stick | 5 | 1 | 2B | 2 | 3 | Str 1, Dex 2 | Res 0 | MO |
| Punching Dagger | 5 | 0 | 3L | 2 | 3 | Str 1 | Res 2 | M |
| Tiger Claws | 5 | 2 | 3L | 0 | 3 | Str 1 | Res 2 | M |
| War Fan | 4 | 1 | 3L | 2 | 2 | Str 1, Dex 2 | Res 3 | D, M, T |
| Wind Fire Wheel | 5 | 2 | 3L | 2 | 3 | Str 1, Dex 3 | Res 2 | M |

| Kicking Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|-----------------|-------|----------|--------|---------|------|--------------|-------|-------|
| Kick | 5 | 0 | 3B | -2 | 2 | Str 1, Dex 2 | N/A | MO, N |
| Boot Knife | 5 | -1 | 3L | -3 | 2 | Str 2, Dex 3 | Res 3 | MO |
| Iron Boot | 5 | 0 | 6B | -3 | 2 | Str 2, Dex 2 | Res 2 | MO |

| Clinching Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Tags |
|-------------------|-------|----------|--------|---------|------|----------|-------|-------------|
| Clinch | 6 | 0 | 0B | N/A | 1 | Str 1 | N/A | C, MO, N, P |
| Razor Harness | 6 | -1 | 3L | N/A | 1 | Str 1 | Res 3 | C, MO, P |
| Strangling Cord | 6 | 1 | 1L | N/A | 1 | Str 1 | Res 2 | 2, C, M, P |

THROWN WEAPONS

| Blades, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|----------------|-------|----------|--------|------|-------|--------------|-------|------|
| Knife, thrown | 5 | 0 | 2L | 3 | 15 | Str 1 | Res 0 | T |
| Throwing Disc | 4 | 1 | 1L | 3 | 25 | Str 1 | Res 1 | |
| Throwing Star | 4 | 1 | 0L | 4 | 15 | Str 1, Dex 2 | Res 1 | |
| War Boomerang | 5 | 0 | 4L | 2 | 30 | Str 1 | Res 1 | |

| Sharp Impact, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|----------------------|-------|----------|--------|------|-------|----------|-------|------|
| Hatchet, thrown | 5 | -2 | 5L | 2 | 15 | Str 2 | Res 1 | T |

| Blunt Impact, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|----------------------|-------|----------|--------|------|-------|----------|-------|------|
| Club, thrown | 5 | 1 | 4B | 2 | 15 | Str 1 | Res 0 | T |
| Small Hammer, thrown | 5 | 1 | 3B | 2 | 10 | Str 3 | Res 2 | P, T |
| Sling | 5 | 2 | 5B | 1 | 75 | Str 1 | Res 1 | |

| Spears, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|------------------------|-------|----------|--------|------|-------|----------|-------|------|
| Javelin, thrown | 4 | 1 | 3L | 2 | 30 | Str 1 | Res 2 | T |
| <i>Harpoon, thrown</i> | 4 | -1 | 4L | 2 | 20 | Str 1 | Res 2 | T |
| Spear Thrower | +1 | +0 | +2 | -1 | +100% | Str 2 | Res 2 | |

| Chains & Rope, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|-----------------------|-------|----------|--------|------|-------|--------------|-------|---------|
| Bolas | 5 | 1 | 4B | 1 | 15 | Str 1, Dex 2 | Res 2 | |
| <i>when clinched</i> | 6 | 2 | N/A | 1 | 15 | | | C |
| Lasso | 6 | 1 | 2B | 1 | 20 | Str 1, Dex 2 | Res 1 | C, P, R |
| Net | 6 | 3 | N/A | 1 | 10 | Str 1, Dex 2 | Res 1 | C, P |

| Punching, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|-------------------------|-------|----------|--------|------|-------|--------------|-------|------|
| Fighting Needle, thrown | 4 | 0 | 0L | 2 | 10 | Str 1, Dex 3 | Res 1 | P, T |
| War Fan, thrown | 5 | 1 | 3L | 2 | 15 | Str 1, Dex 3 | Res 3 | T |

ARCHERY WEAPONS

| Bows | Speed | Accuracy | Damage | Rate | Range | Max Str | Cost | Tags |
|---------------|-------|----------|--------|------|-------|---------|-------|------|
| Composite Bow | 5 | 1 | 5L* | 1 | 250 | Str 5 | Res 3 | 2, B |
| Long Bow | 5 | 2 | 3L* | 2 | 200 | Str 4 | Res 2 | 2, B |
| Self Bow | 5 | 1 | 2L* | 3 | 150 | Str 3 | Res 1 | 2, B |
| Sling Bow | 5 | 2 | 4B | 2 | 150 | Str 4 | Res 1 | 2, B |

| Crossbows | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|---------------|-------|----------|--------|------|-------|----------|-------|------|
| Crossbow | 5 | 2 | 7L* | 1 | 125 | Str 2 | Res 2 | 2, B |
| Hand Crossbow | 4 | 2 | 5L* | 2 | 75 | Str 1 | Res 3 | B |

| Firearms | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|-----------|-------|----------|--------|------|-------|----------|-------|------|
| Boompiece | 5 | 2 | 5L* | 1 | 50 | Str 1 | Res 2 | P, S |

| Firearms | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|------------|-------|----------|--------|------|-------|----------|-------|---------|
| Boomstick | 5 | 1 | 8L* | 1 | 75 | Str 2 | Res 3 | 2, P, S |
| Flamepiece | 5 | 1 | 8L* | 1 | 8 | Str 1 | Res 2 | F, S |
| Firewand | 5 | 0 | 11L* | 1 | 10 | Str 2 | Res 3 | 2, F, S |

| Exotic Weapons | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Tags |
|------------------|----------|----------|----------|----------|----------|----------|-------|------|
| Blowgun | 5 | 1 | 1L | 2 | 15 | Str 1 | Res 1 | P |
| <i>Dust shot</i> | <i>5</i> | <i>3</i> | <i>*</i> | <i>1</i> | <i>2</i> | | | |

ARTIFACT WEAPON LIST

MELEE WEAPONS

| Blades | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|--------|----------|
| Baneclaw | 4 | 1 | 2L | 4 | 2 | Str 1, Dex 3 | Art 1 | 2 | D, DW |
| Daiklave | 4 | 2 | 6L | 1 | 2 | Str 2 | Art 2 | 5 | |
| Grand Daiklave | 6 | 1 | 12L/4 | 0 | 2 | Str 3 | Art 3 | 8 | 2, O, R |
| Hooked Daiklave | 5 | 2 | 4L | 3 | 3 | Str 1, Dex 3 | Art 2 | 3 | D, DW |
| Lightklave | 4 | 3 | 2L | -1 | 4 | Str 1, Dex 3 | Art 2 | 6 | P |
| Poleklave | 6 | 2 | 10L/3 | 1 | 3 | Str 3 | Art 3 | 7 | 2, O, RR |
| Reaper Daiklave | 4 | 3 | 5L | 0 | 3 | Str 2 | Art 2 | 5 | |
| Reaver Daiklave | 4 | 1 | 7L/2 | 0 | 2 | Str 2 | Art 2 | 5 | O |
| Sawklave | 5 | 0 | 10L/4 | -2 | 2 | Str 2 | Art 2 | 6 | O, * |
| Short Daiklave | 4 | 2 | 4L | 1 | 2 | Str 1 | Art 1 | 3 | DW |
| Switchklave | 5 | 1 | 3L | 0 | 3 | Str 1, Dex 3 | Art 1 | 3 | P |
| Tsunami Blade | 5 | 2 | 7L | 2 | 3 | Str 2, Dex 2 | Art 2 | 5 | 2 |
| Twin Daiklave | 4 | 2 | 6L | 1 | 3 | Str 2, Dex 3 | Art 2 | 6 | 2, O |
| Wavecleaver Daiklave | 5 | 1 | 8L/2 | 1 | 3 | Str 2 | Art 2 | 6 | 2, O |

| Sharp Impact Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|--------|---------|
| Blood Sickle | 5 | 0 | 6L/3 | 1 | 3 | Str 2 | Art 1 | 3 | O |
| Grand Grimcleaver | 6 | -1 | 14L/4 | -2 | 2 | Str 3 | Art 3 | 8 | 2, O, R |
| Grand Grimspike | 6 | 1 | 10L/3 | 0 | 2 | Str 4 | Art 3 | 8 | 2, O, P |
| Grimcleaver | 5 | 0 | 10L/3 | -1 | 2 | Str 2 | Art 2 | 5 | 1.5, O |
| Grimscythe | 6 | 0 | 12L/5 | -2 | 2 | Str 3 | Art 2 | 8 | 2, O, R |
| Grimspike | 5 | 2 | 6L/2 | 0 | 2 | Str 3 | Art 2 | 5 | P |
| Handcleaver | 4 | 0 | 7L | -2 | 2 | Str 2 | Art 1 | 3 | T |
| Tornado Spike | 5 | 2 | 6L | 0 | 3 | Str 3, Dex 3 | Art 3 | 6 | 2, D, P |

| Blunt Impact Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|--------|------------|
| Goremace | 5 | 1 | 10B/3 | 0 | 2 | Str 2 | Art 2 | 5 | O |
| Goremaul | 5 | 0 | 8B | -1 | 2 | Str 2 | Art 2 | 5 | O, P |
| Grand Goremace | 6 | -1 | 16B/4 | -1 | 1 | Str 4 | Art 3 | 8 | 2, O, R |
| Grand Goremaul | 6 | 0 | 12B | -1 | 1 | Str 4 | Art 3 | 8 | 2, O, P, R |
| Legion-Breaker | 6 | 0 | 16B/4 | -3 | 1 | Str 4 | Art 3 | 8 | 2, O, R |
| Man-Breaker | 5 | 0 | 11B/3 | -1 | 2 | Str 3 | Art 2 | 5 | O |
| Ringklave | 6 | 0 | 12B | 3 | 1 | Str 4, Dex 2 | Art 2 | 6 | 2, O |
| Ringklave, Sharpened | 6 | 0 | 10L | 3 | 1 | Str 4, Dex 2 | Art 2 | 7 | 2, O |
| Wrackstaff | 6 | 1 | 9B/2 | 3 | 2 | Str 2 | Art 1 | 5 | 2, O, R |
| Wrackstick | 4 | 1 | 6B | 0 | 3 | Str 1 | Art 1 | 3 | DW, M |
| Wristshadow | 4 | 1 | 4B | 4 | 2 | Str 1, Dex 2 | Art 1 | 4 | D, DW, M |

| Spears & Forks | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|-----------------------------|-------|----------|--------|---------|------|--------------|-------|--------|----------------|
| Daikalbar | 5 | 1 | 8L | 1 | 2 | Str 2, Dex 2 | Art 2 | 5 | R |
| Dire Lance | 5 | 1 | 8L | 0 | 2 | Str 2 | Art 2 | 5 | 2, R |
| <i>when braced/charging</i> | | | 10L/3 | | | | | | 2, L, O, R |
| Grand Dire Lance | 6 | 1 | 10L/3 | 0 | 1 | Str 3 | Art 3 | 7 | 2, O, RR, P |
| <i>when braced/charging</i> | | | 13L/4 | | | | | | 2, L, O, RR, P |

| Chain & Whip Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|--------|-------------|
| Burning Star Shower | 6 | 0 | 14B/2 | 0 | 2 | Str 3, Dex 4 | Art 3 | 6 | 2, M, O, RR |
| <i>when clinched</i> | 6 | 1 | 8B | N/A | 1 | | | | C, M, P, R |
| Combat Yo-Yo | 4 | 2 | 5B | -1 | 3 | Str 1, Dex 3 | Art 1 | 3 | R |
| Dire Chain | 5 | 0 | 8B | 1 | 3 | Str 2, Dex 4 | Art 1 | 3 | 2, M, R |
| <i>when clinched</i> | 6 | 1 | 6B | N/A | 1 | | | | C, M, P, R |
| Manthresher | 4 | 2 | 6B | 2 | 3 | Str 1, Dex 3 | Art 2 | 4 | DW, M |
| Serpent Sting Staff | 5 | -1 | 8B | 4 | 3 | Str 1, Dex 4 | Art 2 | 5 | M |

MARTIAL ARTS WEAPONS

| Punching Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|----------------------|-------|----------|--------|---------|------|--------------|-------|--------|----------|
| Fate Ring | 5 | 1 | 4L | 3 | 3 | Str 1, Dex 3 | Art 1 | 3 | DW, M |
| Hornet Wand | 5 | 2 | 4B | 2 | 3 | Str 1, Dex 2 | Art 1 | 1 | DW, M |
| Smashblade | 5 | 1 | 4L | 3 | 3 | Str 1 | Art 1 | 3 | DW, M |
| Smashfist | 5 | 0 | 7B | 2 | 2 | Str 2 | Art 1 | 2 | DW, M |
| <i>when clinched</i> | 6 | 0 | 6B | N/A | 1 | | | | C, M, P |
| Razor Claws | 5 | 3 | 4L | 1 | 3 | Str 1, Dex 2 | Art 1 | 3 | DW, M |
| War Fan Artifact | 4 | 2 | 4L | 3 | 2 | Str 1, Dex 2 | Art 2 | 5 | D, DW, M |

| Kicking Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|------------------|-------|----------|--------|---------|------|--------------|-------|--------|-------|
| God-Kicking Boot | 5 | 1 | 7B | -1 | 2 | Str 2, Dex 2 | Art 1 | 3 | DW, M |

| Clinching Weapons | Speed | Accuracy | Damage | Defense | Rate | Minimums | Cost | Attune | Tags |
|--------------------|-------|----------|--------|---------|------|----------|-------|--------|------------|
| Bloodspike Harness | 6 | 3 | 9L | N/A | 1 | Str 1 | Art 2 | 5 | C, M, P |
| Fate String | 6 | 4 | 4L | N/A | 1 | Str 1 | Art 1 | 2 | 2, C, M, P |

THROWN WEAPONS

| Blades, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|----------------|-------|----------|--------|------|-------|--------------|-------|--------|------|
| Cloudsplitter | 4 | 1 | 4L | 2 | 75 | Str 1 | Art 1 | 5 | |
| Rainspike | 4 | 1 | 3L | 3 | 50 | Str 1 | Art 1 | 2 | * |
| Skycutter | 5 | 2 | 5L | 2 | 75 | Str 1, Dex 2 | Art 1 | 4 | |
| Typhoon Wheel | 4 | 2 | 2L | 4 | 30 | Str 1, Dex 3 | Art 1 | 3 | |

| Blunt Impact, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|----------------------|-------|----------|--------|------|-------|----------|-------|--------|------|
| Sling Artifact | 5 | 2 | 7B | 2 | 150 | Str 1 | Art 1 | 3 | |

| Spears, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|------------------------|-------|----------|--------|------|-------|----------|-------|--------|------|
| Javelin Artifact | 4 | 3 | 5L | 2 | 50 | Str 1 | Art 1 | 3 | |
| Spear Thrower Artifact | +1 | +1 | +2 | +0 | +200% | Str 2 | Art 1 | 4 | |

| Chains & Rope, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|-----------------------------|-------|----------|--------|------|-------|--------------|-------|--------|------|
| Bola Artifact | 5 | 2 | 6B | 2 | 50 | Str 1, Dex 2 | Art 1 | 3 | |
| <i>Bolas, when clinched</i> | 6 | 3 | N/A | 1 | 50 | | | | C |

| Punching, thrown | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|--------------------------|-------|----------|--------|------|-------|--------------|-------|--------|------|
| War Fan Artifact, thrown | 5 | 2 | 4L | 1 | 25 | Str 1, Dex 3 | Art 2 | 5 | |

ARCHERY WEAPONS

| Bows | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|----------------|-------|----------|--------|------|-------|----------|-------|--------|------|
| Long Powerbow | 5 | 2 | 6L | 2 | 350 | Str 2 | Art 3 | 6 | 2, B |
| Short Powerbow | 5 | 1 | 5L | 3 | 250 | Str 1 | Art 2 | 4 | 2, B |

| Crossbows | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|------------------------|-------|----------|--------|------|-------|----------|-------|--------|------|
| Crossbow Artifact | 5 | 3 | 8L* | 1 | 200 | Str 2 | Art 1 | 6 | 2, B |
| Hand Crossbow Artifact | 4 | 4 | 6L* | 2 | 150 | Str 1 | Art 2 | 5 | B |

| Firearms | Speed | Accuracy | Damage | Rate | Range | Minimums | Cost | Attune | Tags |
|---------------------|-------|----------|--------|------|-------|----------|-------|--------|---------|
| Boompiece Artifact | 5 | 3 | 7L* | 1 | 75 | Str 1 | Art 1 | 5 | P, S |
| Boomstick Artifact | 5 | 2 | 10L* | 1 | 125 | Str 2 | Art 2 | 7 | 2, P, S |
| Flamepiece Artifact | 5 | 2 | 10L* | 1 | 12 | Str 1 | Art 1 | 5 | F, S |
| Firewand Artifact | 5 | 1 | 13L* | 1 | 15 | Str 2 | Art 2 | 7 | 2, F, S |